```
WAL::Scene
 + Entity
  _entities
  _newEntities
   views
  nextID
 + getID()
 + getEntities()
 + addEntity()
 + scheduleNewEntity()
 + view()
+ applyChanges()
+ Scene()
+ Scene()
   ~Scene()
            =()
 + operator=
   componentAdded()
   componentRemoved()
   entityRemoved()
              +_scene
        WAL::Entity
   uid
   name
   disabled
   shouldDelete
  _notifyScene
   components
- Scene

    nextID

 + getUid()
 + getName()
 + setName()
 + isDisable()
 + setDisable()
 + shouldDelete()
 + scheduleDeletion()
 + getComponent()
 + tryGetComponent()
 + getComponent()
and 13 more...
   _componentAdded()
   componentRemoved()
              #_entity
    WAL::Component
     + operator=()
        ·Component()
     + clone()
     + onStart()
     + onStop()
    # Component()
     # Component()
            Δ
BBM::AnimatorComponent
+ clone()
+ AnimatorComponent()
+ AnimatorComponent()
   -AnimatorComponent()
```

+ operator=()